

REFERENCE TITLE: school facilities board; continuation

State of Arizona
House of Representatives
Forty-eighth Legislature
Second Regular Session
2008

HB 2232

Introduced by
Representative Tobin

AN ACT

REPEALING SECTION 41-3008.19, ARIZONA REVISED STATUTES; AMENDING TITLE 41, CHAPTER 27, ARTICLE 2, ARIZONA REVISED STATUTES, BY ADDING SECTION 41-3010.09; RELATING TO THE SCHOOL FACILITIES BOARD.

(TEXT OF BILL BEGINS ON NEXT PAGE)

1 Be it enacted by the Legislature of the State of Arizona:
2 Section 1. Repeal
3 Section 41-3008.19, Arizona Revised Statutes, is repealed.
4 Sec. 2. Title 41, chapter 27, article 2, Arizona Revised Statutes, is
5 amended by adding section 41-3010.09 to read:
6 41-3010.09. School facilities board; termination July 1, 2010
7 A. THE SCHOOL FACILITIES BOARD TERMINATES ON JULY 1, 2010.
8 B. TITLE 15, CHAPTER 16 IS REPEALED ON JANUARY 1, 2011 ONLY IF EITHER:
9 1. THE BOARD HAS NO OUTSTANDING STATE SCHOOL FACILITIES REVENUE BONDS
10 ISSUED PURSUANT TO TITLE 15, CHAPTER 16, ARTICLE 6 AND NO OUTSTANDING SCHOOL
11 IMPROVEMENT BONDS ISSUED PURSUANT TO TITLE 15, CHAPTER 16, ARTICLE 7.
12 2. THE LEGISLATURE HAS OTHERWISE PROVIDED FOR PAYING OR RETIRING ANY
13 OUTSTANDING STATE SCHOOL FACILITIES REVENUE BONDS AND ANY OUTSTANDING STATE
14 SCHOOL IMPROVEMENT BONDS.
15 C. IF NEITHER OF THE CONDITIONS IN SUBSECTION B HAVE OCCURRED BY
16 JANUARY 1, 2011, TITLE 15, CHAPTER 16 IS REPEALED THIRTY DAYS AFTER THE
17 RETIREMENT OF ALL REVENUE BONDS ISSUED PURSUANT TO TITLE 15, CHAPTER 16,
18 ARTICLE 6 AND TITLE 15, CHAPTER 16, ARTICLE 7.
19 Sec. 3. Purpose
20 Pursuant to section 41-2955, subsection B, Arizona Revised Statutes,
21 the legislature continues the school facilities board to evaluate the school
22 capital needs of school districts and to distribute monies to school
23 districts in order to cure existing deficiencies, for building renewal and
24 for the construction of new facilities.
25 Sec. 4. Retroactivity
26 Sections 1 and 2 of this act are effective retroactively to July
27 1, 2008.